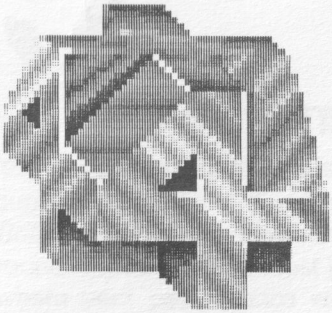

THE FOURTH DIMENSION

VIRTUAL GOLF

PLAYER'S MANUAL

LOADING INSTRUCTIONS

Click on the icon on Disc 1 and follow any instructions given by the computer.

HARD DISC

Virtual Golf and its courses can be installed on hard disc by simply dragging the application to the required window.

When you run *Virtual Golf* from hard disc you will be prompted to insert your master disc into Drive :0 so that the originality of the disc can be confirmed. You can avoid this by inserting the master disc into Drive :0 before double clicking on the *V_Golf* application.

DISC PROTECTION

The *V_Golf* application is protected against software piracy. You should not attempt either of the following:

- To copy the whole hole or any part of the *V_Golf* application to floppy disc.
- To double click on any of the files contained within the *V_Golf* application.

Should you do so there is a grave risk that data loss will occur!

AIM OF THE GAME

The overall aim of the game is to win each of the 6 tournament cups ranging from the *Beginners Knockabout* through to the *British Open*. Later tournaments are played over more than one round. To do this you must play assessment *(HANDICAP)* rounds where your performance will be assessed. If you do well, your handicap will be reduced and you will be allowed to enter the more prestigious events. A vast range of other options cater for practice and friendly rounds where you can take your golf as you like it and save the results.

GETTING STARTED

Virtual Golf works much like any other Desktop Application and thus is very easy to use. Once the game has loaded, simply click on the icon on the icon bar and the game will be ready to play.

Your Driver will have been selected by your *AUTO CADDY* (see later) and you will be pointing at the flag. Click your left hand mouse button once and then you can practice your swing by moving the mouse. When you are ready, press the left hand button again and you will be ready to strike the ball.

KEYS

Most keys only function before you commence *PLAYING A STROKE* (see later):

A	Action replay of last shot
D	Drop ball {if ball is on a path}
G	Gimmie {match play and close to hole only}
R+CTRL	Retire {match play only}
V	Course Viewing mode {position ball mode in Practice}
SPACE	Centre view on the hole
ESCAPE	Return to Desktop

MAP & WIND

The curved line on the map shows the distance the ball will fly if maximum power is obtained. The outline triangle shows your position and direction. Wind is indicated by a number of arrows pointing in the direction that it is blowing. The size and boldness of the arrows gives an idea of the strength of the wind.

ARROW KEYS	Move around map
1	Map scale 1
2	Map scale 2
3	Map scale 3
4	Centre map

AUTO CADDY

The Auto Caddy will select you a club based on the distance to the Pin, with a very limited consideration for circumstances. No allowance for wind, season, ground height, obstacles or lie is made in "his" selection. It is up to you to select a different club if you think that the one offered is not suitable.

MENU ICONS

To get the menu options simply press the middle button over the Virtual Golf icon on the icon bar. **The options available are:**

SOUND

Enables you to adjust the volume level.

NEW ROUND

To start a new round first select the *New Round* option from the Virtual Golf menu and this will open the *PLAYER ENTRY WINDOW.*

You can change the game type or number of players by clicking the middle mouse button over the *PLAYER ENTRY WINDOW* which will open the *GAME TYPE WINDOW.* Select the game type and the number of players that you require by clicking on the relevant options listed.

Then, to enter a new player name either:

1. Select a player position by clicking on *Player A:* or

Player B: and so on. then drag a player status file to the player entry window, or you can double click on the file. If you have more than one course the player status file must have been created on the course that is currently loaded or it will not be valid.

2. Enter a name directly in the window, by first clicking on the name icon, typing in your name followed by <RETURN> then toggling the required dexterity. You cannot alter the handicap other than by completing assessment (*HANDICAP*) rounds.

If you have chosen to enter a tournament you should now select the one you require. Note that Certain tournaments require you to have a good handicap before you enter. These are:

Beginners Knockout	28
Improvers Cup	22
Amateur Open	14
Wentworth Classic	8
Acorn Masters	4
British Open	2

You can now choose the number of rounds that you wish to play. A tournament is always made up from a group of ten players – between six and nine of these will be simulated by the computer.

When you are satisfied with your choices click on the blue *OK.*

If any alterations have been made to a player after loading a player status file (for example the name) then that player's handicap will be set to 28 (the default value).

GAME TYPE

The current game parameters are displayed by this menu option

but cannot be selected here. (See *NEW ROUND*).

PLAYER A ..B ..C ..D

When you have completed an assessment *(HANDICAP)* round (which is selected from the *GAME TYPE WINDOW* – see *NEW ROUND*) your handicap will be automatically reassessed. You (and any other players) can then save the file(s) with your new handicap(s) for loading at a later date.

SAVE ROUND

You can save your position in any round except an assessment (*HANDICAP*) round where you must complete the round before saving.

SAVE CARD

This option will save a score card as a sprite file.

OPTIONS

Season	Allows you to play in alternative seasons.
Mouse Buttons	Toggles the names given to the mouse buttons.
Gimmies	Toggles whether gimmies are allowed in matchplay.
Panoramic	Toggles the full width view display.
Monitor	Allows you to play the game on a VGA Monitor.
Make Default	Saves the current options as default.

TOUR. INFO

This menu option displays the current holder and the previous four

A few tips from the SWING DOCTOR

1. When you take your final stroke imagine that the mouse is the head of the club. It should travel smoothly along a right to left path (for a right-handed player) without any up or down movement. The mouse should also be held at 90 degrees to the direction of its movement. Slight angles in the way that the mouse is held with relation to its movement will induce Hook or Slice to a greater or lesser extent. Similar effects will also be introduced if the path of the mouse diverges from a straight horizontal line.

2. The power of your shot comes from the speed of the mouse at the time of impact with the ball. The faster the mouse is moving, the harder you will strike the ball. Any jerkiness in your stroke will reduce the total amount of power that you can generate, as will failure to follow through correctly.

3. The season effects the way that the ball will respond to the club and its flight, bounce and run on;

   Spring: Good flight, but slightly softer ground effects bounce/run on.

   Summer: The best conditions for flight and bounce/run on.

   Autumn: Similar to spring but damper air causes more drag.

   Winter: Cold damp air increases drag and soft damp ground restricts bounce/run on. Damp clubs and ball will also increase the tendency to hook or slice the shot.

4. You cannot hook or slice a putt.
5. When you are in the rough don't try anything bigger than a 7 iron or you'll be in there all day. For a bad lie use a 9 iron or a wedge.
6. The overall slope of the green always runs with the direction of the cutting of the grass. Sometimes it can be hard to assess your shot so use the viewing options to get good look at the way the ball is likely to go.
7. Don't lift your head up just as you are playing your stroke.
8. Keep your left arm straight.
9. No jeans to be worn on the course or in the clubhouse.
10. Please replace all divots.

EXTRA COURSES

We are currently working on extra courses for *Virtual Golf* but as each course takes over 1 megabyte of data they do take a while to create. Please call on 0742 700661 for up to date price and availability information on *Virtual Golf Courses*.

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